The Peach Festival

The time for the Peach Festival has come! The Architects may join in the festivities, which will give them access to many new ways to gain coins as well as powerful effects to help them complete the garden.

Components

1 Festival Sheets Pad

4 Market Tiles

5 Festival Dice

Setup

Proceed with the setup steps for the base game, adding to specific steps as explained below:

2. Place 1 Market tile next to each corner of the board so that the element closest to the center of the board on the Market tile matches the back of the Garden tiles in that corner. Ensure the side showing a die icon is faceup.

3. Place two faceup tiles from each corner stack onto the Market tile closest to them. **Do not** flip the top Garden tile of each stack faceup.

4. Draw and place one Decoration card faceup onto each of the four market tiles on the card spot.

5. Take 5 Festival dice out of the Peach Festival game box and place them near the decorations.

6. Each player tears off one sheet from the Festival Sheets pad and places it next to their Player board.

9. Place the Landscape tokens by following the pattern on the setup image.

Gameplay

This scenario modifies the base game rules for acquiring Decoration cards and adds a third mandatory action option to each player's turn; rolling the Festival dice.

Build the Garden Action

Instead of taking a Garden tile from a corner stack, players must take a faceup Garden tile from a Market tile.

Place a Decoration Action

Instead of drawing cards from the deck, players will draw one Decoration card from any Market tile on the Garden board.

Refilling Market Tiles

The base game rules for flipping Garden tiles are not used with this scenario.

Each Market tile has spots for two Garden tiles and one Decoration card. When a Market tile becomes completely empty, immediately fill both of its Garden tile spots with tiles from the top of the closest stack and draw one Decoration card and place it face up on the card spot of the Market tile.

Festival Dice Action

Instead of performing a Build the Garden or Place a Decoration action, the active player may perform a Roll Festival Dice action by following these steps in order:

1. Select one Market tile and count the number of visible Market Roofs. Roll a number of Festival dice equal to this number plus 2.
2. Place all rolled Gold and Spice dice in front of the active player and place the rest near the Garden board in a communal pool.
3. If there is at least one die in the communal pool, the active player takes all dice of the same type from the communal pool and places it in front of themselves.
4. If there is still at least one die in the communal pool, then all non-active players may gain the benefit from one die in the communal pool. Multiple players may select the same die.
5. The active player gains the benefits of all dice in front of themselves.
6. Once all players have gained their benefits, place the dice back into the supply.

Gaining Festival Dice Benefits

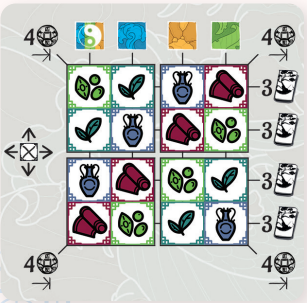
Each Festival die shows an icon for one of six different commodities. Depending on the die face, players will be able to choose from a variety of options when gaining the benefits of the shown commodity:

Gems, Tea Leaves, Pottery, or Silk

For each die showing one of these faces, choose **one** of the following benefits:

- Cross off the left-most unmarked spot in the matching goods row at the top of the Festival sheet. These crossed goods will unlock free actions, as explained on page 6.

- Cross off any unmarked matching spot in the goods grid in the middle of the Festival sheet.



- If this creates a column where all spots are marked, immediately gain the benefit shown at the top of that column in the goods grid.
- If this creates a row where all spots are marked, at any time during your turn, draw 3 Decoration cards from the Decoration deck, and select one to place in the garden while keeping the card like in the base game. All non-selected Decoration cards are placed on the bottom of the Decoration deck. It is possible that the player cannot play any of the three drawn Decoration cards, and in this case they will not gain any benefit for completing that row.

Gold

Each gold die must be rotated to match the die face of any other die that is currently in front of the active player. The active player then gains the benefit of that chosen die face.

Spice

If the active player has at least one spice die, then before they gain any benefits, they may convert **all** of their dice to the spice face.

For each spice die, the active player must fill in the spice icon on their left-most unfilled spice icon at the bottom of their Festival sheet. Fill the top row entirely before moving to the next row below it. These filled-in spice icons may be used for free actions during your active turn, which are explained on page 6.

Once a row of spice icons is completely filled in, that player will gain the following benefit:

Roll one additional Festival die every time that player performs a Festival dice action for the rest of the game.

Once per Festival dice action, before taking any of dice, the player may reroll **all** of the dice used for this action.

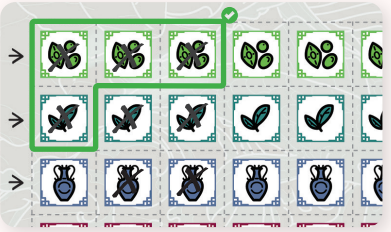
During endgame scoring, the player may place their remaining Character onto any empty character spot in the garden. If multiple players have this benefit, perform it in clockwise order from the player who has triggered the end of the game.

Festival Free Actions

This scenario adds two free actions which can be performed by any player at any point during your turn in the game.

Goods Shape Free Actions

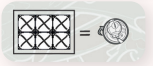
A player may activate a shape action by drawing the shown shape around crossed goods icons within the rows at the top of their Festival sheet. The shape may be rotated or mirrored, and each crossed icon can only be used for one shape. After drawing the shape, immediately gain the associated benefit:



Advance any element cube once on the Player board **or** take one landscape token from the Garden board and gain its associated benefits.

Gain the benefits of two gold commodities. Each acts as any other type of commodity, allowing the player to fill or cross off the associated spots on their Festival sheet.

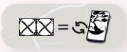
Immediately perform a Build the Garden **or** Place a Decoration action.



Refresh one facedown Lantern token.

Spice Free Actions

A player may activate a Spice free action by crossing off the indicated number of **filled-in** spice icons:



Discard all Decoration cards from every Merchant tile and then draw new Decoration cards and place them faceup on all four Merchant tiles.

Gain the benefits of one gold commodity. This acts as any other type of commodity, allowing the player to fill or cross off the associated spot on their Festival sheet.

Endgame Scoring

In addition to all base game scoring, players will gain endgame points for the following:

- For each Goods row at the top of their Festival sheet, players gain points equal to the number directly underneath the right-most crossed commodity icon.

- For each quadrant that has all four commodities crossed off on the Goods grid in the middle of their Festival sheet, players gain 4 points.

- Before scoring Characters, each player who has unlocked the Place a Character benefit from the Spice area of their Festival sheet will place the remaining Character in front of them onto the Garden board. If multiple players have unlocked this benefit, then it is performed in clockwise order starting with the player that triggered the end of the game.

Credits

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Digital Rules

Digital rulebook available at
thundergryph.com/rulebooks

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